

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A gaming machine, comprising:
  - (a) a variable display device having a plurality of rotating reels for varyingly displaying a plurality of symbols under the control of a central processing unit (CPU);
  - (b) a lottery device for executing a lottery for a prize pattern under control of the CPU;
  - (c) a stop control device for controlling and stopping the variable display device under control of the CPU;
  - (d) a stop control selection device for selecting a control type of the stop control device based on a result of the lottery under control of the CPU;
  - (e) a shielding device for shielding a view of the variable display device under control of the CPU, the shielding device being disposed in front of the variable display device;
  - (f) a shielding control device for controlling the shielding device under control of the CPU to be in either state that a player can see the symbols or a state that the player cannot see the symbols in accordance with a stopping order, by controlling the shielding device such that (i) a display area of the reel that is to be stopped is in the state that the player can see the symbols on the reel and (ii) display areas of other reels that are not to be stopped are in the state that the player can not see the symbols on those reels;
  - (g) a special game controller for causing a special gaming state that is advantageous to the player under a predetermined condition;
  - (h) a plurality of illumination devices, each of which illuminates the variable display device and is provided at the back of the variable display device; and
  - (i) an illuminating control device for controlling each of the plurality of illumination devices;

wherein the shielding control device controls the shielding device during the special gaming state;

wherein each of the plurality of illumination devices is disposed so as to illuminate a respective one of the displayed symbols, and includes a back lamp and a lamp housing containing the back lamp; and

wherein the shielding control device can control the shielding device to overlap an unshielded area with an illuminated area under control of the CPU, and the illuminating control device controls each of the plurality of illumination devices under control of the CPU so as to cast light on the illuminated area.

2. (Previously Presented) The gaming machine according to Claim 1, wherein the shielding device comprises an electronic shutter.
3. (Previously Cancelled)
4. (Previously Cancelled)
5. (Currently Amended) A gaming machine having a display device, comprising:
  - (a) a substantially transparent panel disposed on the display device;
  - (b) an image display device for displaying an image under control of a central processing unit (CPU), the image display device being provided behind the panel, so as to show the image visibly through the panel;
  - (c) a shutter being disposed behind the image display device;
  - (d) a variable display device having a plurality of rotating reels for displaying symbols varyingly under control of the CPU, the variable display device being provided behind the shutter such that at least a portion of the symbols is shielded by the shutter;
  - (e) a special game controller for causing a special gaming state that is advantageous to the player under a predetermined condition;
  - (f) a shielding control device for controlling the shutter during the special gaming state;

(g) a plurality of illumination devices, each of which illuminates the variable display device and is provided at the back of the variable display device; and

(h) an illuminating control device for controlling each of the plurality of illumination devices;

wherein the shutter is controlled such that the portion of the symbols is shielded or shown through the panel based on a stopping order by controlling the shutter such that a display area of the reel having the portion of symbols (i) is not shielded if the reel is to be stopped and (ii) is shielded if the reel is not to be stopped;

wherein each of the plurality of illumination devices is disposed so as to illuminate a respective one of the displayed symbols, and includes a back lamp and a lamp housing containing the back lamp; and

wherein the shielding control device can control the shutter to overlap an unshielded area with an illuminated area under control of the CPU, and the illuminating control device controls each of the plurality of illumination devices under control of the CPU so as to cast light on the illuminated area.

6. (Original) The gaming machine according to Claim 5, wherein the shutter comprises an electronic shutter.

7. (Previously Presented) The gaming machine according to Claim 5, wherein:  
the shutter is formed in a substantially flat shape; and  
the shutter comprises at least a substantially transparent portion such that another portion of the symbol behind the shutter is not shielded by the shutter.

8. (Original) The gaming machine according to Claim 5, wherein the image display device comprises a liquid crystal display.

9. (Previously Presented) The gaming machine according to claim 5, wherein:  
each of the plurality of illumination devices includes a light disposed behind the shutter such that the symbols are illuminated.

10. (Previously Presented) The gaming machine according to Claim 5, wherein:  
the variable display device comprises the reels; and  
each of the reels has a plurality of symbols on an outer peripheral surface thereof.
11. (Cancelled)
12. (Cancelled)
13. (Cancelled)
14. (Previously Presented) The gaming machine according to claim 1, wherein the illuminating control device controls the plurality of illumination devices to operate in different blinking modes, based on predetermined conditions.
15. (Cancelled)
16. (Cancelled)
17. (Cancelled)
18. (Cancelled)
19. (Previously Presented) The gaming machine according to claim 1, wherein each of the symbols is printed on the reels with a light transmitting ink.
20. (Previously Presented) The gaming machine according to claim 1, wherein a region of a surface of each of the reels, other than a region of the surface having the symbols, is masked with a light shielding ink.

21. (Previously Presented) The gaming machine according to claim 5, wherein the illuminating control device controls the plurality of illumination devices to operate in different blinking modes, based on predetermined conditions.

22. (Cancelled)

23. (Cancelled)

24. (Cancelled)

25. (Cancelled)

26. (Previously Presented) The gaming machine according to claim 5, wherein each of the symbols is printed on the reels with a light transmitting ink.

27. (Previously Presented) The gaming machine according to claim 5, wherein a region of a surface of each of the reels, other than a region of the surface having the symbols, is masked with a light shielding ink.